Summary of MONITOR Commands

DEF/S	STORE codes into memory.
DEF/V	VIEW memory contents.
DEF/L	LIST memory contents using printer.
DEF/H	HUNT for a specified byte.
DEF/M	MOVE a block of stored codes.
DEF/B	BREAKPOINT insertion in user's m.l. program.
DEF/J	JUMP to specified address in user's m.l. program. (If a breakpoint is reached, contents of CPU registers and stack may be printed.)
DEF/A	ALTER contents of CPU registers at breakpoint.
DEF/C	CONTINUE execution following breakpoint.
DEF/F	FIX program (remove breakpoint).
DEF/X	EXIT from STORE, VIEW or HUNT mode.
DEF/=	Convert decimal number in display to hexadecimal.

Locations of Fixed Variables & FP Registers R0 – R2

A=7900	B=7908	C=7910	D=7918	E=7920
F=7928	G=7930	H=7938	I=7940	J=7948
K=7950	L=7958	M=7960	N=7968	O=7970
P=7978	Q=7980	R=7988	S=7990	T=7998
U=79A0	V=79A8	W=79B0	X=79B8	Y=79C0
Z=79C8	A$=78C0	B$=78D0	C$=78E0	D$=78F0
E$=7050	F$=7060	G$=7070	H$=7080	I$=7090
J$=70A0	K$=70B0	L$=70C0	M$=70D0	N$=70E0
O$=70F0	P$=7150	Q$=7160	R$=7170	S$=7180
T$=7190	U$=71A0	V$=71B0	W$=71C0	X$=71D0
Y$=71E0	Z$=71F0	R0=7A00	R1=7A08	R2=7A10

PC-1500 MACHINE LANGUAGE OPCODES

LDA	#nn	B5	ADDA	#nn	B3	CPA	#nn	B7	PSHA		FD C8
LDXH	#nn	48	ADDA	XH	82	BITA	#nn	BF	PSHX		FD 88
LDXL	#nn	4A	ADDA	XL	02	CPXH	#nn	4C	PSHY		FD 98
LDYH	#nn	58	ADDA	YH	92	CPXL	#nn	4E	PSHU		FD A8
LDYL	#nn	5A	ADDA	YL	12	CPYH	#nn	5C	POPA		FD 8A
LDUH	#nn	68	ADDA	UH	A2	CPYL	#nn	5E	POPX		FD 0A
LDUL	#nn	6A	ADDA	UL	22	CPUH	#nn	6C	POPY		FD 1A
LDS	#nnnn	AA	ADDX	A	FD CA	CPUL	#nn	6E	POPU		FD 2A
LDA	XH	84	ADDY	A	FD DA	CPA	XH	86			
LDA	XL	04	ADDU	A	FD EA	CPA	XL	06	NOP		38
LDA	YH	94	*ADDA	nnnn	A3	CPA	YH	96	SETC		FB
LDA	YL	14	*ADD	nnnn #nn	EF	CPA	YL	16	CLRC		F9
LDA	UH	A4	*ADDA	(X)	03	CPA	UH	A6			
LDA	UL	24	*ADDA	(Y)	13	CPA	UL	26	JMP	nnnn	BA
LDA	E	FD AA	*ADDA	(U)	23	*CPA	nnnn	A7	JSR	nnnn	BE
LDX	Y	FD 18	*DADA	(X)	8C	*BITA	nnnn	AF	RTS		9A
LDX	U	FD 28	*DADA	(Y)	9C	*BIT	nnnn #nn	ED			
LDX	S	FD 48	*DADA	(U)	AC	*CPA	(X)	07	FB	#nn	8E
LDX	P	FD 58	*ADD	(X) #nn	4F	*CPA	(Y)	17	FBC	#nn	83
*LDA	nnnn	A5	*ADD	(Y) #nn	5F	*CPA	(U)	27	FBNC	#nn	81
*LDA	(X)	05	*ADD	(U) #nn	6F	CPAI	(X)	F7	FBZ	#nn	8B
*LDA	(Y)	15				*BITA	(X)	0F	FBNZ	#nn	89
*LDA	(U)	25	SUBA	#nn	B1	*BITA	(Y)	1F	FBV	#nn	8F
LDAI	(X)	45	SUBA	XH	80	*BITA	(U)	2F	FBNV	#nn	8D
LDAI	(Y)	55	SUBA	XL	00	*BIT	(X) #nn	4D	FBE	#nn	87
LDAI	(U)	65	SUBA	YH	90	*BIT	(Y) #nn	5D	FBNH	#nn	85
LDAD	(X)	47	SUBA	YL	10	*BIT	(U) #nn	6D			
LDAD	(Y)	57	SUBA	UH	A0				RB	#nn	9E
LDAD	(U)	67	SUBA	UL	20	INA		DD	RBC	#nn	93
			*SUBA	nnnn	A1	INXH		FD 40	RBNC	#nn	91
STA	XH	08	*SUBA	(X)	01	INXL		40	RBZ	#nn	9B
STA	XL	0A	*SUBA	(Y)	11	INYH		FD 50	RBNZ	#nn	99
STA	YH	18	*SUBA	(U)	21	INYL		50	RBV	#nn	9F
STA	YL	1A	*DSBA	(X)	0C	INUH		FD 60	RBNV	#nn	9D
STA	UH	28	*DSBA	(Y)	1C	INUL		60	RBH	#nn	97
STA	UL	2A	*DSBA	(U)	2C	INX		44	RBNH	#nn	95
STA	E	FD EC				INY		54			
STX	Y	FD 5A	ANDA	#nn	B9	INU		64	BNZD	#nn	88
STX	U	FD 6A	ORA	#nn	BB						
STX	S	FD 4E	EORA	#nn	BD	DEA		DF	CALL	#nn	CD
STX	P	FD 5E	*ANDA	nnnn	A9	DEXH		FD 42	CAC	#nn	C3
*STA	nnnn	AE	*ORA	nnnn	AB	DEXL		42	CANC	#nn	C1
*STA	(X)	0E	*EORA	nnnn	AD	DEYH		FD 52	CAZ	#nn	CB
*STA	(Y)	1E	*AND	nnnn #nn	B9	DEYL		52	CANZ	#nn	C9
*STA	(U)	2E	*OR	nnnn #nn	EB	DEUH		FD 62	CAV	#nn	CF
STAI	(X)	41	*ANDA	(X)	09	DEUL		62	CAH	#nn	C7
STAI	(Y)	51	*ANDA	(Y)	19	DEX		46	CANH	#nn	C5
STAI	(U)	61	*ANDA	(U)	29	DEY		56			
STAD	(X)	43	*ORA	(X)	0B	DEU		66	LDA	KB	FD BA
STAD	(Y)	53	*ORA	(Y)	1B				STA	TI	FD CE
STAD	(U)	63	*ORA	(U)	2B	RLA		D9	STLA	TI	FD DE
STI	(X) (Y)	F5	*EORA	(X)	0D	RLCA		DB			
			*EORA	(Y)	1D	RRA		D5	SETI		FD 81
			*EORA	(U)	2D	RRCA		D1	CLRI		FD BE
			*AND	(X) #nn	49				WAI		FD B1
			*AND	(Y) #nn	59	RDA		F1	RTI		8A
			*AND	(U) #nn	69	*RDL	(X)	D7			
			*OR	(X) #nn	4B	*RDR	(X)	D3	DSP	OFF	FD CO
			*OR	(Y) #nn	5B				DSP	ON	FD C1
			*OR	(U) #nn	6B						
									ROM1		B8
									ROM2		A8
									PWR	DOWN	FD 4C

*Alternate Memory Buffer addressed when prefixed by FD.

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